IT'S YOUR CHOICE.
YOU CAN GROW UP
LIKE YOUR PARENTS.
OR TURN THE PAGE.

Congratulations. You are saved.

Freed from the chains that so burdened our forebearers.

Hush puppies. Hi-fi. Expand-a-belt pants. Wonder bread.

Wayne Newton.

Yes, you are of the new age.

An age of 8 bit microprocessors. Versus Etch-A-Sketch.

An age where anything is possible, except certain things in parts of Iowa.

So go then, and exploit this utopian technology.

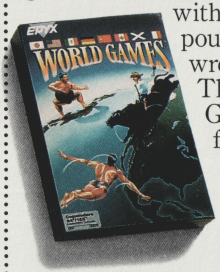
The time has come to do the things your parents only dreamed of.

But don't forget to write.

WELL, NOW THAT WE'VE GOT THAT STRAIGHTENED OUT.

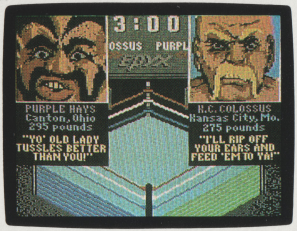
WORLD GAMES™

The sequel to our outrageously popular *"Games"* series is a challenge of global proportions. You'll compete in 8 impossible events around the world. First, it's off to Mexico, for death-defying Cliff Diving. Then Japan, where you'll go stomach to stomach with a 400-pound Sumo wrestler. Then on to Germany for Barrel Jumping. Bull Riding in the U.S. Weightlifting in Russia. And then France, to ski the Slalom. The question is, are you really ready to go the distance?

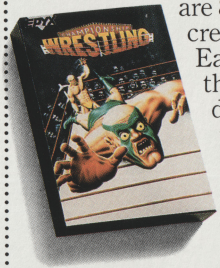


One to eight players. Amiga, Apple II & compatibles, Atari ST, C64/128, IBM & compatibles.

CHAMPIONSHIP WRESTLING™



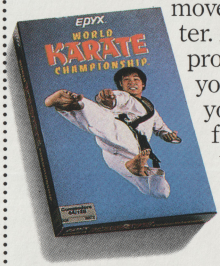
It's the Sultans of Slam. The Gurus of Gashes. The meanest, nastiest rowdies to ever hit the canvas. These animals use every trick known to man. And a few that aren't. Become your favorite fighter. Then use over 25 moves to take out your opponent. There are 8 of these creeps in all. Each with their own disgusting personalities. Throw them from the ring. Crush their heads. Slam them to the mat. Pulverize their puny bones. And maybe, if you still have a face, you'll earn the Championship Belt.



One to eight players. Apple II & compatibles, Atari ST, C64/128.

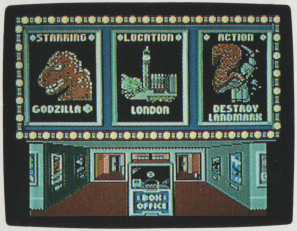
WORLD KARATE CHAMPIONSHIP™

You smirk. Your opponent winces. You bow. So does he. The battle begins. A combination front punch and kick. You spin, then do a reverse kick. A forward flip. You kick again, only higher. It connects. Lights out. This time, you're in one piece. You'll have 17 moves to master. As you progress, you'll fight your way from white to black belt in 8 deadly, international settings. Someday, your fingers will be registered as lethal weapons.

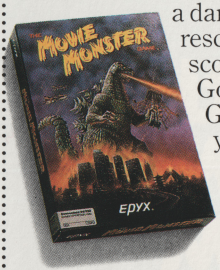


One or two players. Apple II & compatibles, Atari 130/800, C64/128, IBM & compatibles.

THE MOVIE MONSTER GAME™



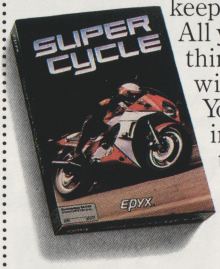
Now, instead of running from monsters, you *are* the monster. Play the role of Godzilla© or any of five other unsavory creatures. Then pick the unlucky city, from Tokyo to New York, and go to town. Wreak havoc. Trample a landmark. Eat a tank. Conduct a daring rescue. Or scorch the Golden Gate with your breath. But you'll have to defeat the Army, Navy, Air Force, even a nuke or two to do it. Get *The Movie Monster Game,* and do Moscow for lunch.



One player. Apple II & compatibles, C64/128, IBM & compatibles.

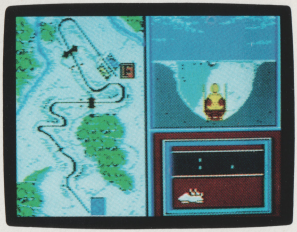
SUPER CYCLE™

You can barely hold on. At 180 mph, the torque is excruciating. It feels like the wind is pulling your face right off your head. The scream of the other bikes is deafening. No, terrifying. But you can't stop. Not now. The throttle keeps turning. Your nerves keep twisting. All you can think of is winning. You bank into a turn. Bump another rider off the road. And swerve to avoid an ugly crash and burn. *Super Cycle.* If it were any more realistic, you'd need insurance to ride it.



One player. Atari ST, C64/128.

WINTER GAMES™



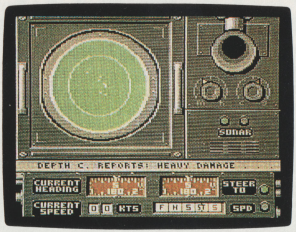
If you own an IBM, Atari ST or Amiga, this is your lucky brochure. We've just released new versions of this smash hit especially for you. Experience the icy challenge of seven true-to-life winter events. Try careening the tube in your Bobsled. Defy gravity in the Ski Jump. Or choreograph a complete figure skating routine. Then fly through hot dog aerials. Or test your stamina in the Biathlon. The action is downright chilling.

One to eight players. Amiga, Apple II & compatibles, Atari ST, C64/128, IBM & compatibles, Macintosh.

DESTROYER™

You're the Captain of a fully armed, Fletcher Class U.S. Naval Destroyer, somewhere in the Pacific. Sometime in World War II. You could have played it safe and let the autopilot take the helm. Instead, you'll be in command of every single station: Anti-aircraft guns. Torpedoes. Radar. Navigation. And six other hellish outposts on deck. Remember, you are the eyes and ears of the fleet. The advance guard of the strong. The protector of the weak. And now, the mission is up to you. Could be a seek and kill sub hunt. A bold convoy escort. Maybe you'll respond to that desperate rescue signal beacon that's growing fainter by the hour. Or maybe you'll help the marines invade a strategic island. Of course, you'll have to shell the enemy's land-based gun

emplacements first. Whatever you decide, you know



it'll be a nightmare. As you ponder the staggering realism of this simulation, you suddenly hear the low, unmistakable hum of incoming bombers. And that sinking feeling strikes one more time.

One player. Apple II & compatibles, C64/128, IBM & compatibles.

GRAPHICS SCRAPBOOK™

We're pleased to present the greatest collection of art this side of The Smithsonian. Of course, unlike those guys, we'll let you take our pictures and use them at home. It's a multi-volume set of terrific images for owners of Print Shop. Everything from off-the-wall drawings to in-the-water surfers. There'll be volumes on sports, comedy, summer stuff, holiday and seasonal graphics, autos and trucks, even cartoons. Hundreds upon hundreds of useful, weird, crisp and clever clippings. Why, it's never been easier to take pictures. Available this fall.

For owners of Print Shop. Apple II & compatibles, C64/128, IBM & compatibles.

COMING SOON TO A COMPUTER NEAR YOU.

WE INTERRUPT OUR REGULARLY SCHEDULED PROGRAMS.

To bring you a little reality.

Because now, with a little postage and a lot of luck, you could win the trip of a lifetime. Or, at the very least, this decade.

It's the Grand Prize of our World Games Sweepstakes. An unforgettable, free trip for 4 to see Epcot Center and Disney World.

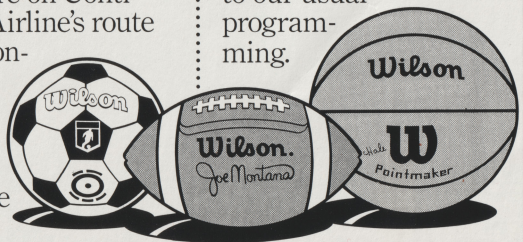
There's also Second Prize, which is definitely nothing to gripe about.

Two trips for 2 to anywhere on Continental Airline's route in the continental United States.

And there are hundreds of other prizes and gifts you can acquire just by writing us a note. Like free Wilson balls. Free T-shirts. Free Destroyer models. And so on.

You can get all the details in any of our boxes, at your nearest dealer, or through the mail.

Meanwhile, we return to our usual programming.



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